

NOTE:

Your gun should only respond to the red target but not the green background. If it does, simply insert the rubber plug (packed with your gun) into the gun barrel. Your game shooting will be normal again. Beware also that when it is a considerably long shooting distance the gun with the plug on will not work. Remove it then.

VIDEO GAME

OPERATION
MANUAL

SHOOTING GALLERY

CARTRIDGE NO. PC-507

WHAT IS PC-507?

- The PC-series is a number of cartridges which work with the programmable TV game console unit. PC-507 is one of the choices.
- As understood by the name, PC-507 is a shooting game. It offers twelve exciting games for one or two players. The possession of a Master gun & Slave gun (Optional) enables you to enjoy all the twelve games offered. With the Master gun alone you could play any of the six single-gun games.

WHAT ARE THE SWITCHES & CONTROLS OF THE CONSOLE UNIT WHEN USED WITH PC-507?

● Game Reset Button

Depress 'RESET' to restart the game. After reset, the scores displayed on the screen will be 0:0. In games TARGET I & TARGET II, in case the scores jump and cannot be reset, depress the left serve button and then the 'RESET' button.

● Speed Switch

This switch controls the speed of target. In games with handicap features, the target speed of the left player is controlled by the SPEED SWITCH while the target speed of the right player is controlled by the left joystick. When the switch is placed at 'AM' position, the speed is fast, when it is placed at 'PRO' position, the speed is slow.

● Team-L Switch (One/Two Gun Select)

When this switch is placed at 'AM' position, the game is in 1-gun operation. When it is placed at 'PRO' position, the game is in 2-gun operation.

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● Team-R Switch (Target Size Select)

When this switch is placed at 'AM' position, the target is large. When it is placed at 'PRO' position, the target is small. In handicapped games, target size of the right player is controlled by the left joystick.

● Automatic/Manual Switch

This switch must always be placed at MANUAL position for normal operation.

● Game Select Buttons

Choose one of the games by depressing the corresponding button. (Refer to label at cartridge)

● Target Control Joystick

The joystick is used for controlling the direction of the target. Moreover, in handicapped games, the target size and speed are controlled by quadrant positions of the joystick as follows:—



Up left — Small target/Fast speed

Up right — Large target/Fast speed

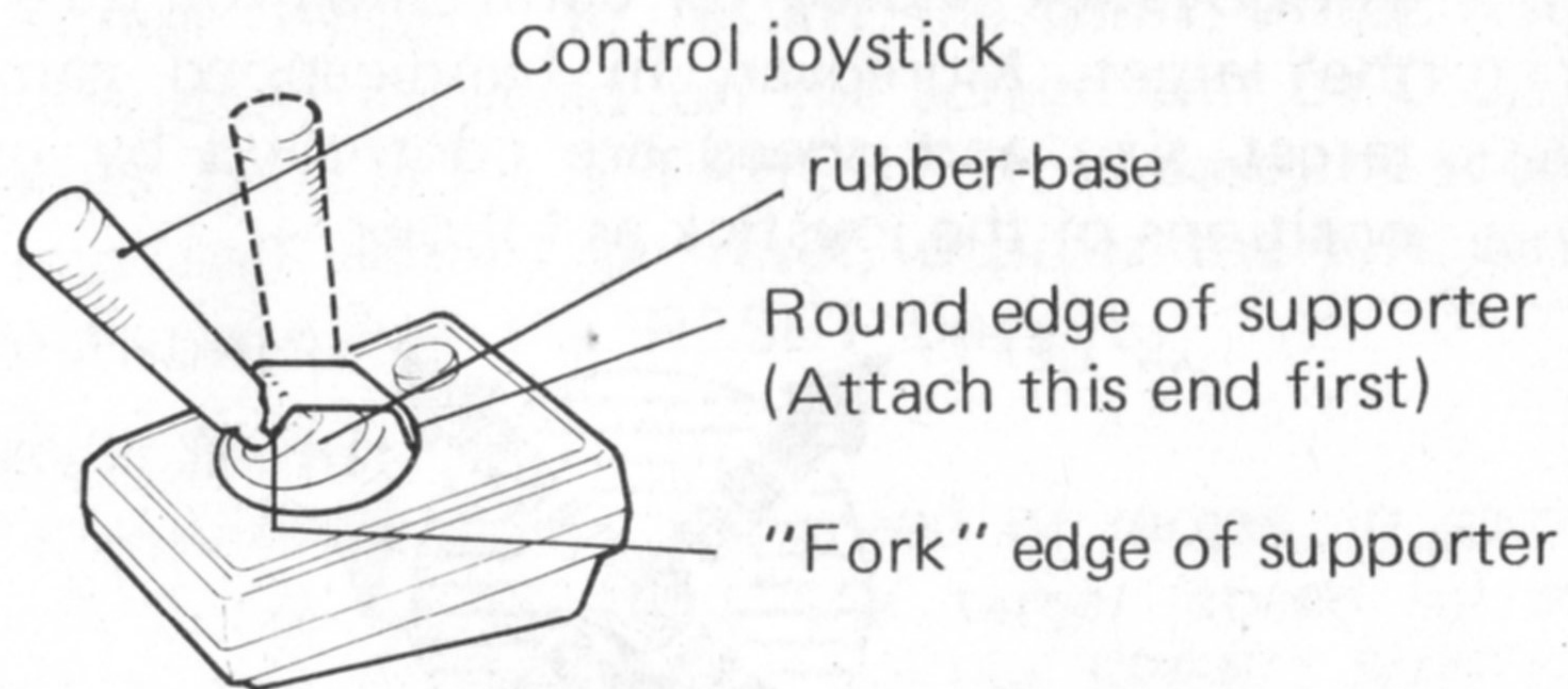
Down left — Small target/Slow speed

Down right — Large target/Slow speed

If your control box consists of a rubber-based control stick, read the note followed.

Note

To hold the target control joystick in position, use the supplied supporter. Push the joystick to the desired quadrant position, with the other hand put the round edge of the supporter along the edge of the centre opening, move the round edge of the supporter to the position opposite to that of the joystick, then lower the "fork" shaped end of the supporter along the joystick so that it catches the lower part of the joystick. The control joystick is now held in the desired position. See diagram below:—



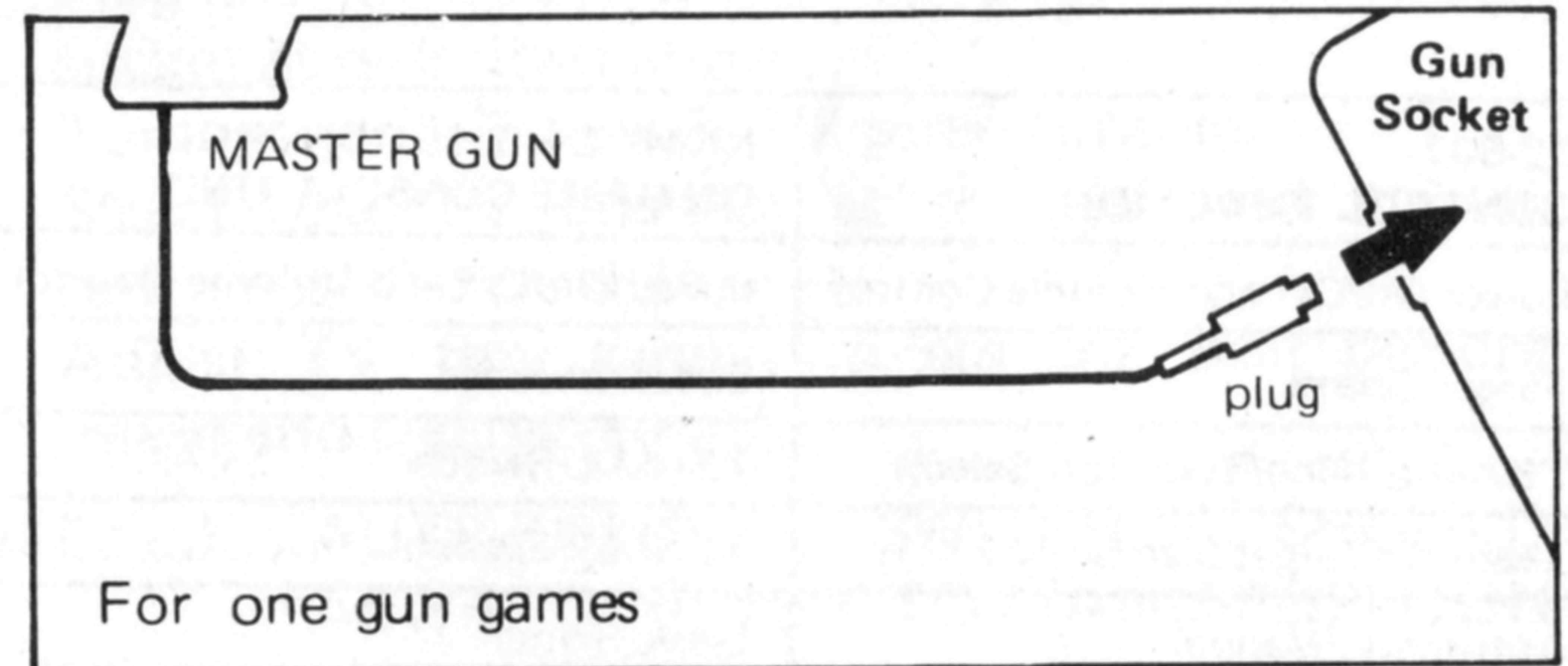
Rubber-based Joystick Example

● **Manual Serve Button**

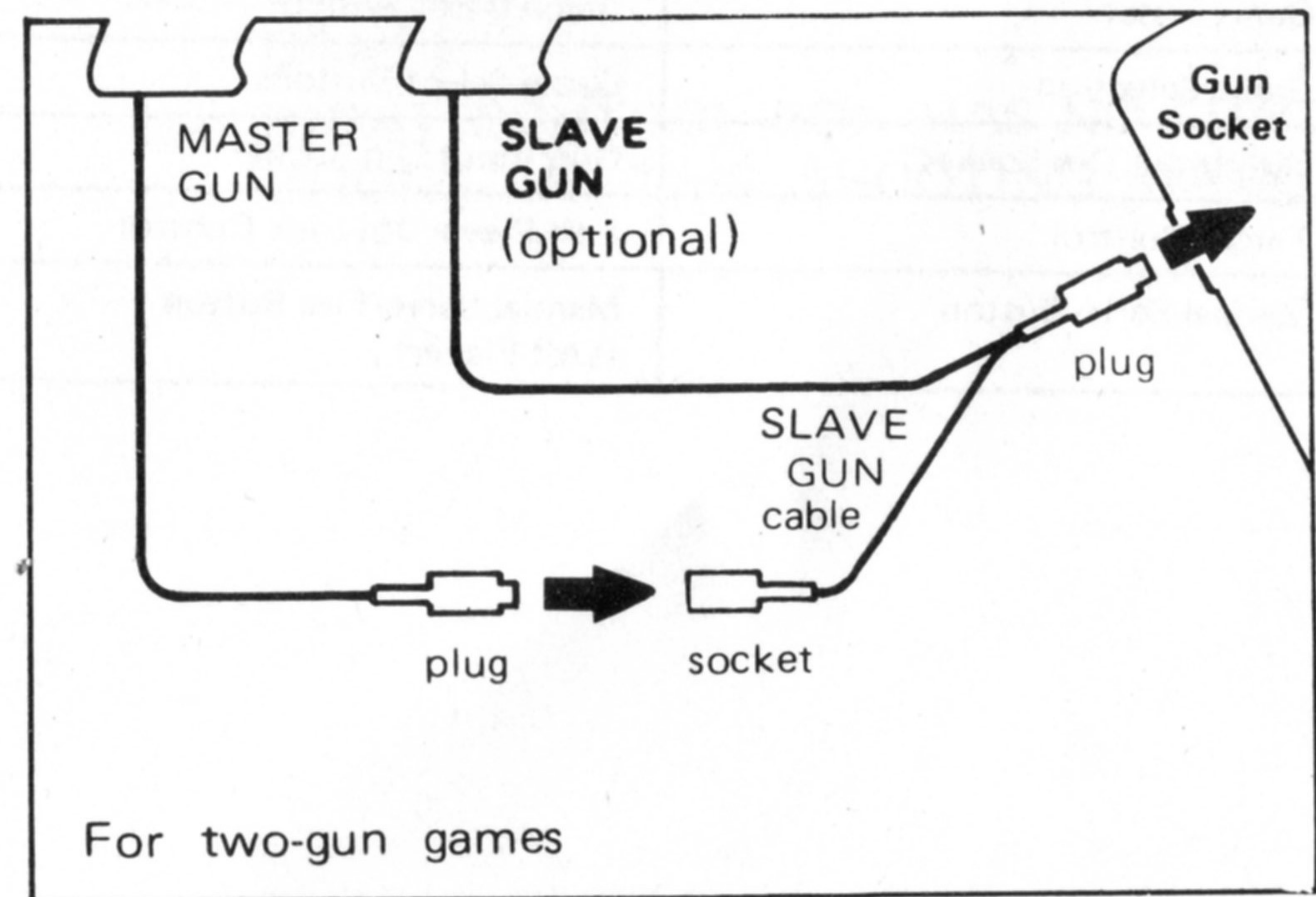
In two player games, the flight of target can be started by pushing the left serve button.

● **Gun Socket**

For one — player games, simply plug the MASTER GUN into the gun socket. For two-gun games, plug the SLAVE GUN into the gun socket and the plug the MASTER GUN into the socket at the SLAVE GUN cable.



For one gun games



For two-gun games

N.B. Some switches of the console are not made use of when playing PC-507. The user should not be misunderstood that they are malfunctioning; neither should he be misled by the switch names which are based on other PC-series and are serving the intended functions fully and properly therein.

PC-507 CONTROL FUNCTION	NAME OF THE CONTROL ON GAME CONSOLE UNIT
Power On/Off and Volume Control	Power On/Off and Volume Control
Target Speed	Speed Switch
TEAM-L (One/Two Gun Select)	TEAM-L Switch
Team-R (Target Size Select)	TEAM-R Switch
Automatic/Manual	Serve Switch
Game Reset	Game Reset Switch
Game Selection	Game Select Buttons
Gun Input Din Socket	Gun Input Din Socket
Target Control	Left Player Joystick Control
Manual Serve Button	Manual Serve/Fire Button (Left Player)

HOW TO PLAY

Steps:

- (1) Insert PC-507 into the Cartridge Socket . Be sure it is in the manner mentioned on the cartridge label.
- (2) Connect the Antenna cable to TV set.
- (3) Plug the MASTER & SLAVE GUNS into the gun socket as described above.
- (4) Turn on your TV set & TV game console.
- (5) Select the TV channel as that labelled at the bottom of the console unit.
- (6) Adjust TV fine tuning to get the best picture image and clearest sound.

- NOTE:**
- (a) AUTO/MANU SWITCH SHOULD ALWAYS BE SET TO MANU POSITION
 - (b) USE MASTER GUN FOR SINGLE GUN GAMES
 - (c) RIGHT CONTROL BOX HAS NO FUNCTIONS IN THIS SHOOTING GAME

GAME DESCRIPTIONS

(see introduction 'What is PC-507?')

- (1) **TARGET II – 1 gun (Depress select button No. 1)**
Game pattern is as shown in fig. 1. Team-L switch is placed at 'AM' position. It is a single-player game in which the player tries to shoot the targets as they flash on the screen. The targets flash randomly on the screen and disappear as each is hit. The game ends when either the hit count or the number of sequences reaches 15.
- (2) **TARGET II – 2 guns (Depress select button No. 1)**
Game pattern is as shown in fig. 1. Team-L switch is placed at 'PRO' position. It is a two – player game in which both players use gun to shoot at the targets which flash randomly. The first player to hit the target scores. The game ends when all targets disappear or the no. of sequences reaches 15.
- (3) **TARGET I – 1 gun (Depress select button No. 2)**
Game pattern is as shown in fig. 1. TEAM-L switch is placed at 'AM' position. Game descriptions are same as in TARGET II – 1 gun except the targets flash sequentially on the screen.
- (4) **TARGET I – 2 guns (Depress select button No. 2)**
Game pattern is as shown in fig. 1. TEAM-L switch is placed at 'PRO' position. Game descriptions are same as in TARGET II-2 guns except the targets flash sequentially on the screen.

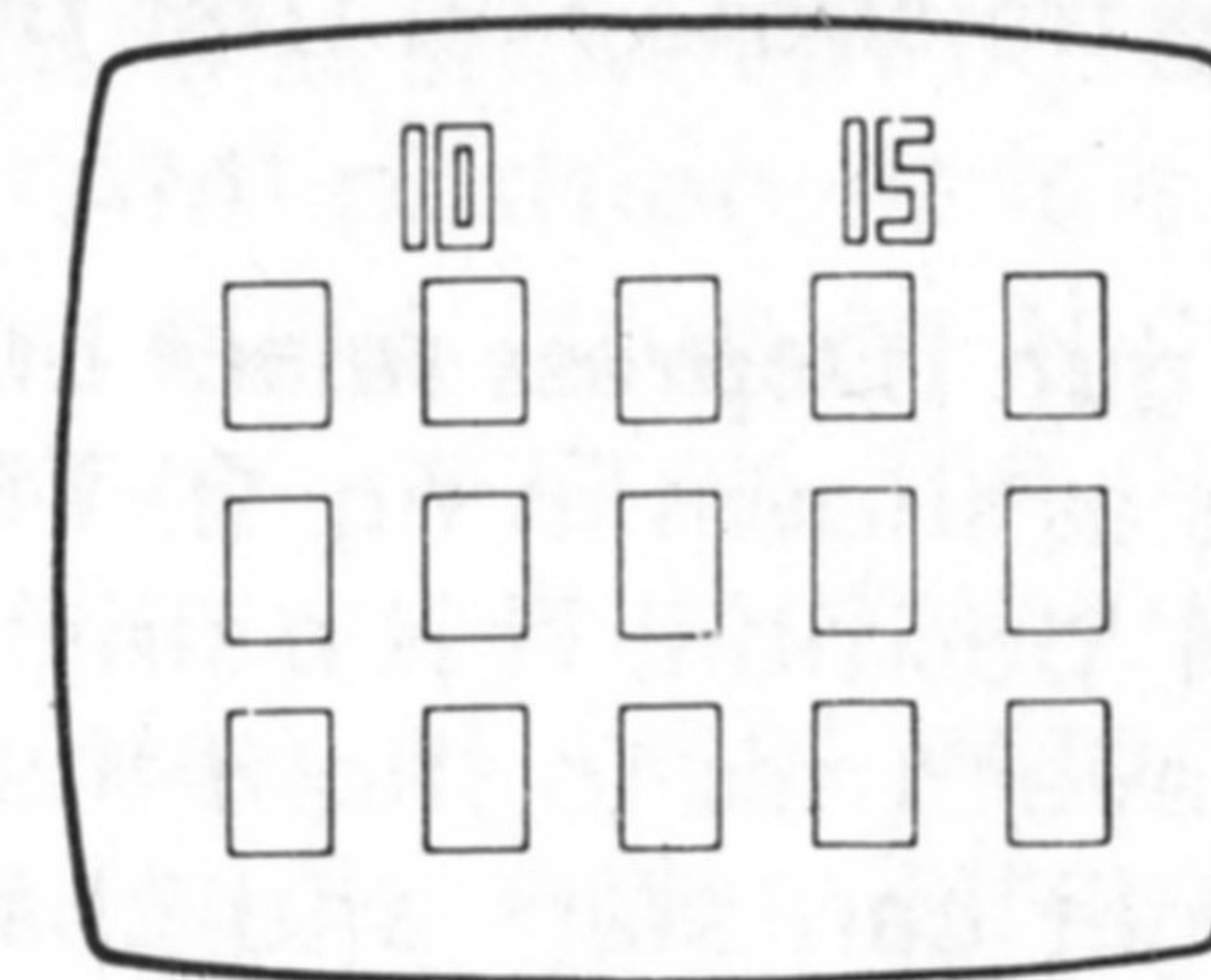


Fig. 1

- (5) **ATTACK II – 1 gun (Depress select button No. 3)**
Game pattern is as shown in fig. 2. Team-L switch is placed at 'AM' position. It is a two-player game in which one player tries to shoot the target and the other player controls the start of flight and target direction with the left serve button and joystick. The target moves from the background into the foreground. Only one shot is allowed per flight. The game ends when either the hit count or the number of flights reaches 15.
- (6) **ATTACK II – 2 guns (Depress select button No. 3)**
Game pattern is as shown in fig. 2. Team-L switch is placed at 'PRO' position. In this game the left joystick gives handicap features. It is a two-player game in which both players use gun to shoot at the target. Each player alternately shoots at the target with only one shot per flight. How-

ever, in case one player scores, he might get a bonus of one extra shot. The first player to score 15 points wins.

(7) **ATTACK I – 1 gun (Depress select button No. 6)**

Game pattern is as shown in fig. 2. TEAM-L switch is placed at 'AM' position. It is a single-player game in which the player tries to shoot the target on the screen. The target can start and change course in flight at random. Only one shot is allowed per flight. The game ends when the hit or flight count reaches 15.

(8) **ATTACK I – 2 guns (Depress select button No. 6)**

Game pattern is as shown in fig. 2. Team-L switch is placed at 'PRO' position. It is a two-player game in which both players use gun to shoot at the target. Only one shot is allowed per flight. The first player to hit the target gets the score. Game ends when one score reaches 15.

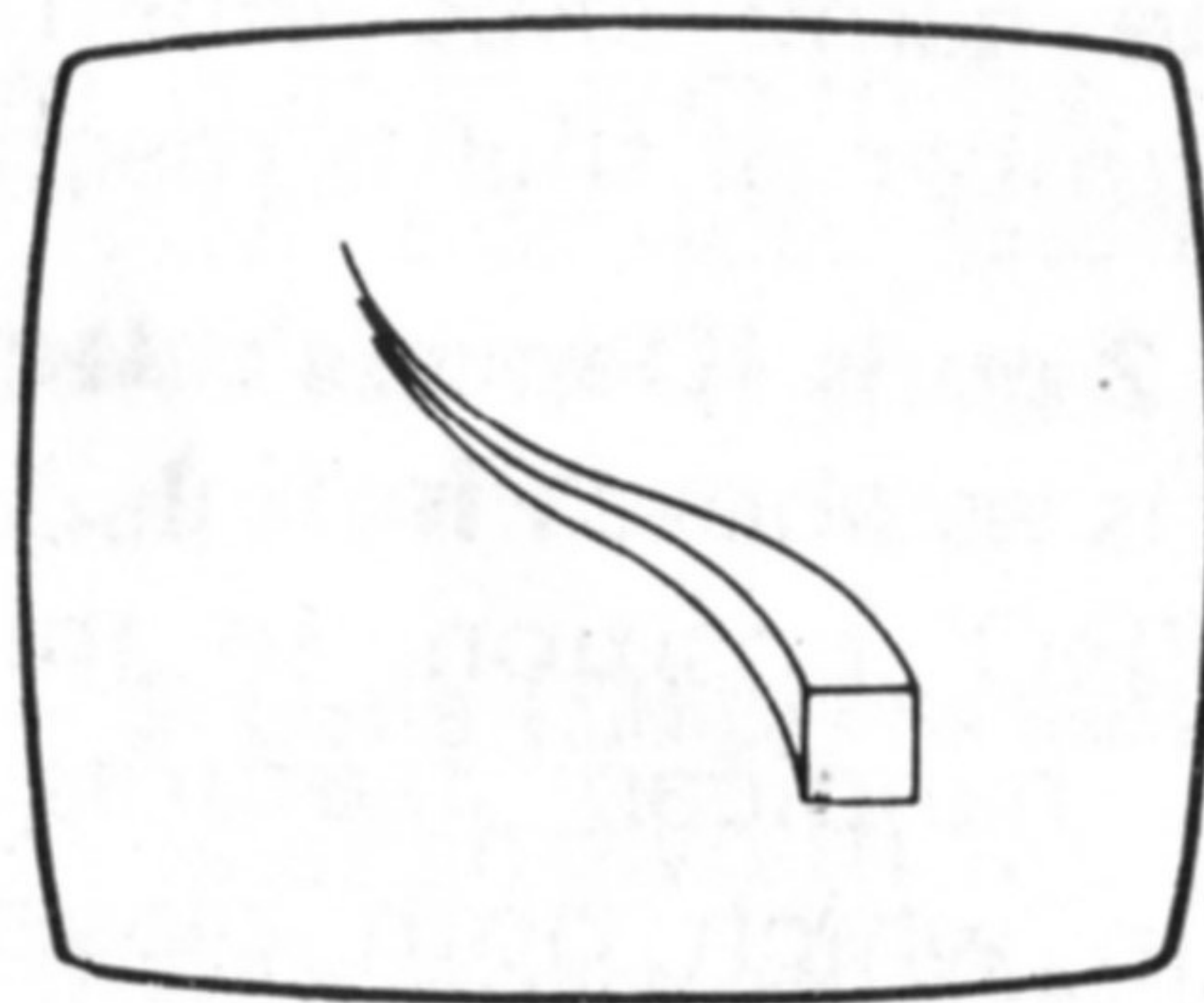


Fig. 2

(9) **SKEET II – 1 gun (Depress select button No. 7)**

Game pattern is as shown in fig. 3. TEAM-L switch is placed at 'AM' position. It is a two-player game in which one player tries to shoot the target and the other player controls the direction of target with the horizontal axis of the joystick, and also controls the start of flight with the left 'SERVE' button. The target moves from the foreground into the background. Only one shot is allowed per flight. The game ends when the hit or flight count reaches 15.

(10) **SKEET II – 2 guns (Depress select button No. 7)**

Game pattern is as shown in fig. 3. TEAM-L switch is placed at 'PRO' position. In this game the left joystick gives handicap features. It is a two-player game in which both players use gun to shoot at the target. Each player alternately shoots at the target with only one shot per flight. However, in case one player scores, he might get a bonus of one extra shot. The first player to score 15 points wins.

(11) **SKEET I – 1 gun (Depress select button No. 10)**

Game pattern is as shown in fig. 3. TEAM-L switch is placed at 'AM' position. It is a single-player game in which the player tries to shoot the target which can start from either the right or the left side of the screen at random. The game ends when the hit or flight count reaches 15.

(12) **SKEET I – 2 guns (Depress select button No. 10)**

Game pattern is as shown in fig. 3. TEAM-L switch is placed at 'PRO' position. It is a two-player game in which both players use gun to shoot at the target. Only one shot is allowed per flight. The first player to hit the target gets the score. The game ends when one score reaches 15.

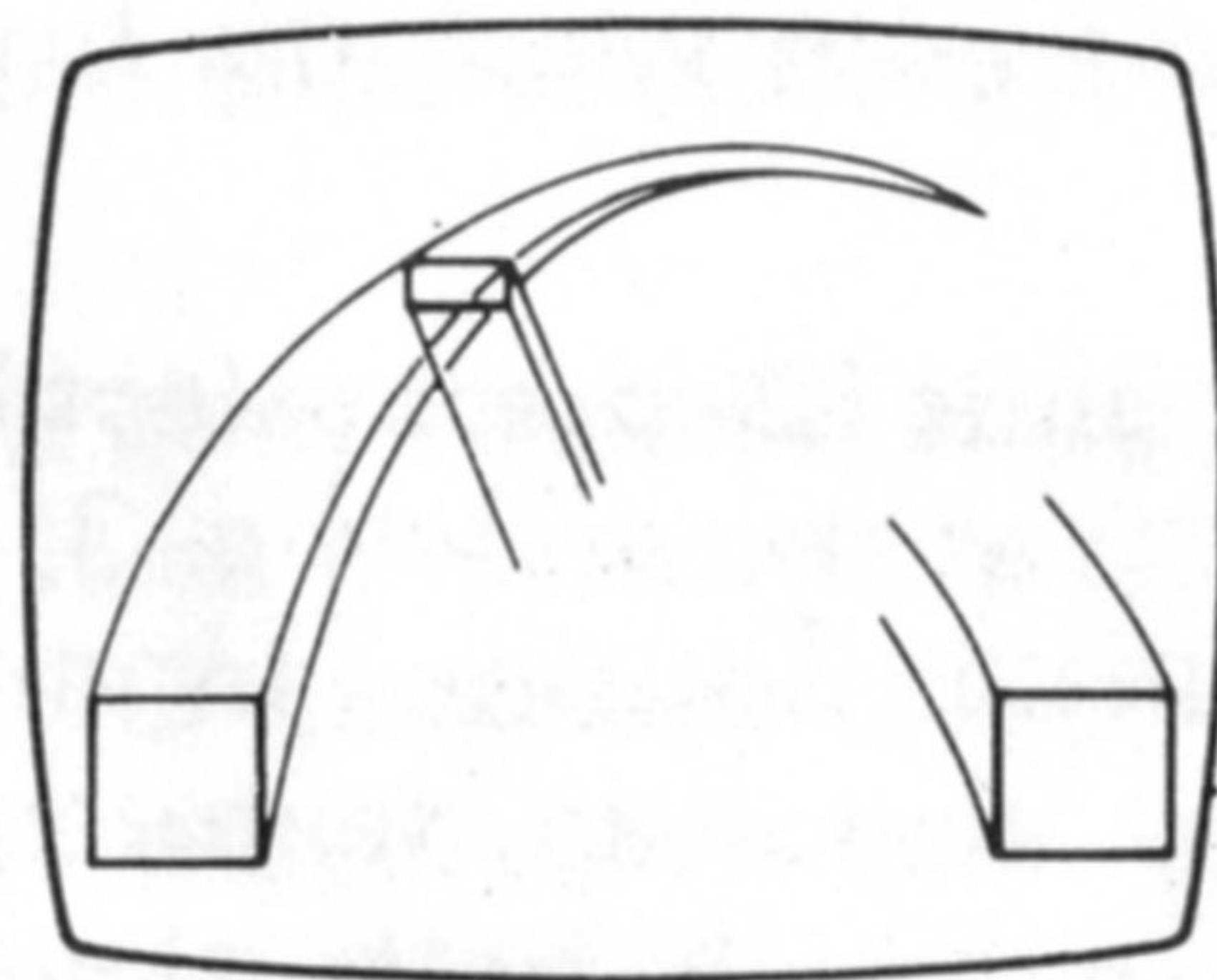
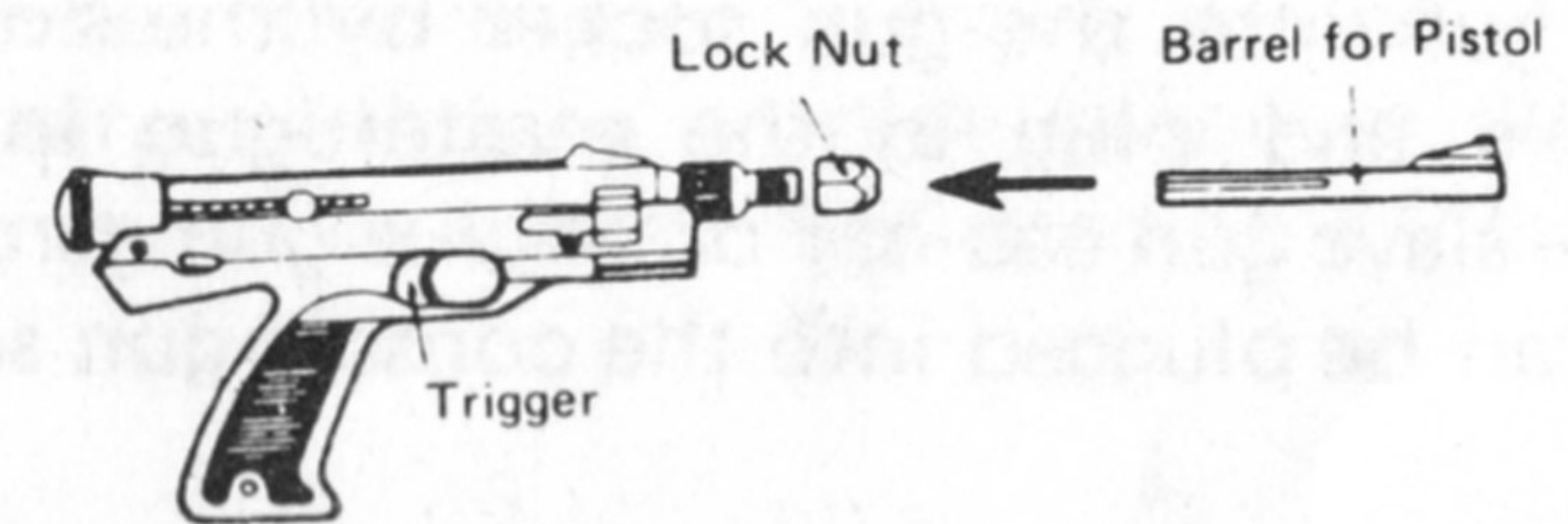


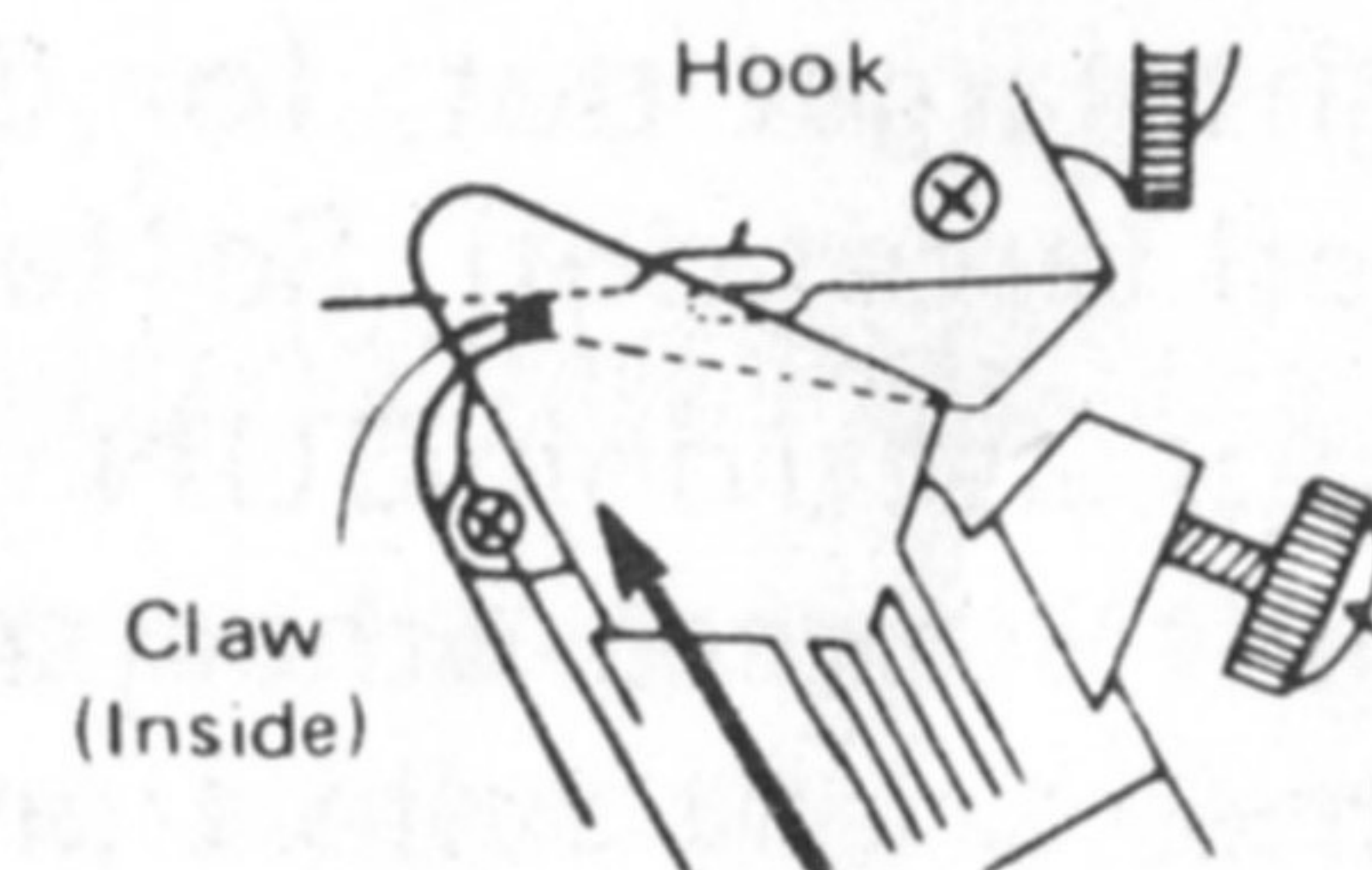
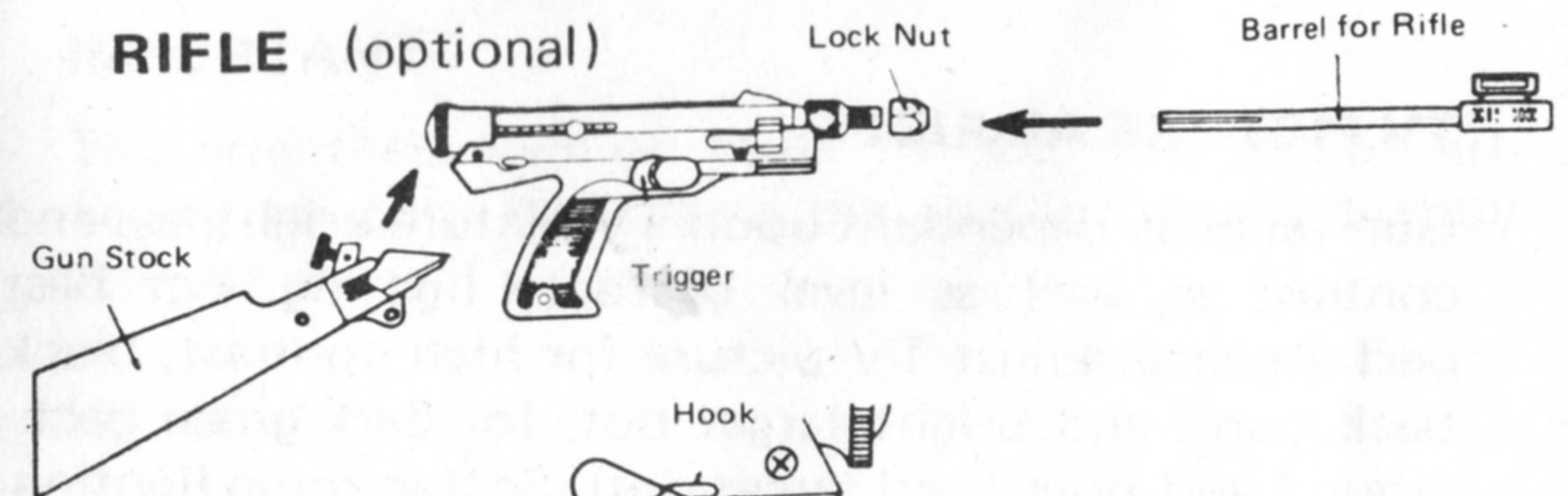
Fig. 3

HOW TO ASSEMBLE YOUR RIFLE & PISTOL

PISTOL

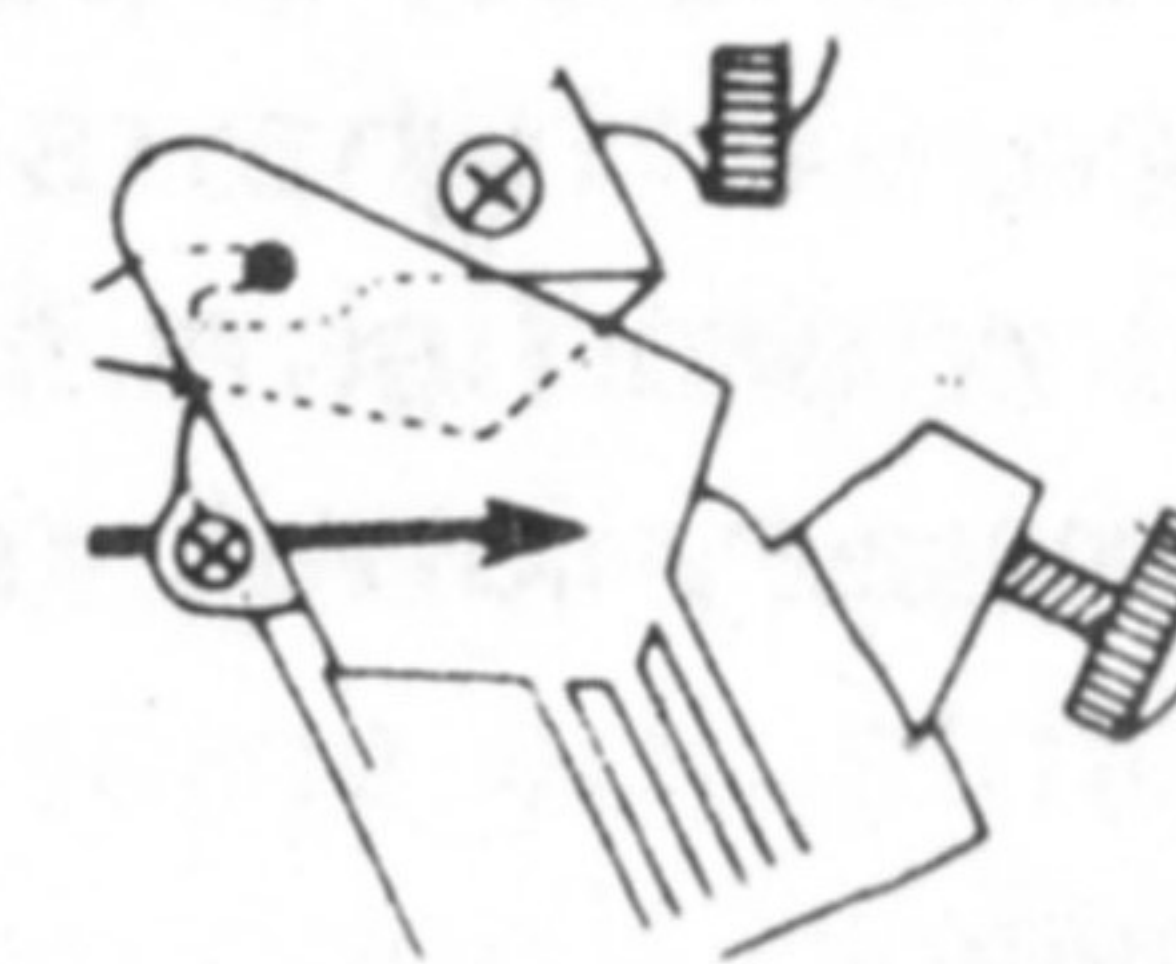


RIFLE (optional)

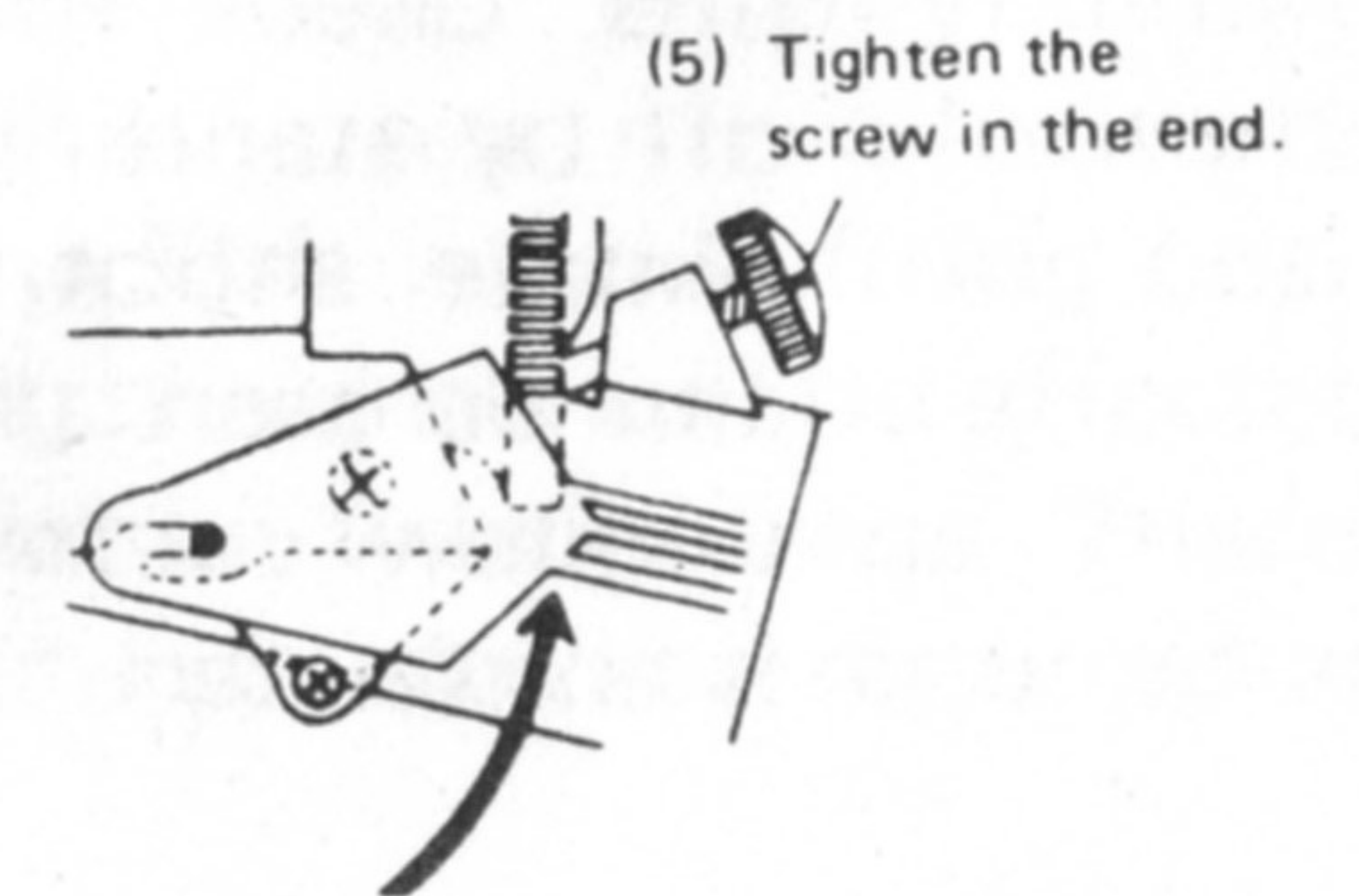


(1) Loosen the screw at first

(2) Insert in this direction.



(3) Slide to the rear side by keeping the same angle until the claw is hooked



(4) Bring up the gun stock while pulling it rear-wise lightly, so that the claw does not remove from the hook.

(5) Tighten the screw in the end.

HOW TO CONNECT THE GAME

There are shield wires coming out from the master and slave guns with plugs at the ends. Insert the plug of the slave gun into the gun socket by the side of the game console and plug in the master gun into the socket at the slave gun cable. For single gun games, the master gun can be plugged into the console gun socket directly.

TV PICTURE ADJUST

Gun range is dependant upon TV picture brightness and contrast as well as level of room lighting. For best performance adjust TV picture for high contrast, black background and bright target dot, (or dark green background and bright red target dot). Soften room lighting.

NOTE: Normally your electronic GUN will not response to stable light sources other than TV picture. Yet sometimes bright reflections on the picture tube glass will cause the GUN to score false hits. Check for this condition with TV turned off by standing in front of the set at the approximate shooting distance. If light reflections can be seen, turn off all room lights and close window curtains as necessary until reflection is eliminated.

SHOOTING GAMES

Scores are blanked out from the start through the finish of shooting games. There is sound generated for flight and when the trigger is being pulled. Hits are denoted by target blinking on picture screen. After the shot is fired, the score is then displayed on TV screen.

IMPORTANT

The brightness level on some TV sets may not be sufficient to score hits unless the gun is brought directly in front of the TV screen.

PLAYER'S SHOOTING POSITION

First of all, move close to the TV screen and aim gun at target, pull the trigger and a blink of the target dot on the screen denotes a hit. Now slowly move backwards while continuing to shoot at the target. When you have reached a distance where the 'hit' stops, move forwards a little until there is hit again. This is your firing position. Please note that the firing distance will be affected by changes in room lighting and TV brightness. Therefore, some adjustment for distance may be required as lighting conditions vary.